

10 NEW FEATS

Feats are taken in place of a character's stat increase when they level up; they are intended to give the players a talent or special ability out with their standard class progression. They represent additional training or experience that enables the character to do something beyond the ordinary. See the PHB for a list of the standard feats available. The below are a few new feats that can be incorporated into 5e D&D on agreement with your DM: Bestial Menace, Bestial Voice, Controlled Shifting, Focused, Lightning reflexes, Merged shifting, Rope mastery, Swashbuckler, Thierian, Training partner.

Note that all these feats are contained within my [Compendium of Feats](#) where you will find many more.

BESTIAL MENACE

Prerequisite: The ability to fully shape-shift into a beast

You have spent so long in beast form that you have learned how to efficiently use the natural attacks and senses you have when in beast form.

NATURAL WEAPONS

You gain a proficiency in Natural Weapons and can add your proficiency bonus to attack and damage rolls when in beast form. (This covers all natural weapons: bite, claw/talon, gore, slap, rake, sting...)

INTELLIGENT REASONING

If you couldn't before, you can now add your character's proficiencies in perception and investigation to the relevant rolls when in beast form.

TECHNIQUE

You can add your character's proficiencies in acrobatics and athletics to the relevant rolls when in beast form.

BESTIAL VOICE

Prerequisite: The ability to fully shape-shift into a beast

You have spent so long in beast form that you have learned how to efficiently use the natural attacks and senses you have when in beast form.

SPEAK

You can speak well enough to be understood when you are in the form of a beast. You can speak the languages you know in your normal form.

CAST

If you roll a successful spell save you can cast the verbal and motion parts of a spell while in beast form. The spell cannot be ritualistic and will take twice as long to cast.

This is not a guaranteed success for the spell, only that you were able to articulate and gesture appropriately. You will have to work out how to use any physical components or focus required to complete the casting.

Some spells may not work as intended while in bestial form (at DM's discretion)

CONTROLLED SHIFTING

Prerequisite: the ability to fully shape-shift

You have transformed into and out of so many different forms that you can now choose which parts of yourself to transform.

NATURAL WEAPONS

You can transform parts of yourself to gain any/all of the following natural attacks: bite, claw/talon, gore, slap, rake, sting.

Having these attacks does not automatically gain you any *multi-attack* that the borrowed form may have. (GM's discretion)

HEIGHTENED SENSES

You can transform your features to gain a sensory advantage to all perception and investigation checks (And gain night vision if applicable)

TAILORED GENES

You can mix up parts of various animals you know when you transform and leave parts as your original form. This could give advantages from different forms at GM's discretion.

The head must be changed to a creature that has the same number of limbs as the form you take on.

Each time you partially change your current form with this feat it uses up one full transformation.

FOCUSED

You have trained to shut out all distractions and concentrate on the task in-hand.

STAT BONUS

You gain +1 to your *Wisdom* stat (up to a maximum of 20)

CONCENTRATION

You have *advantage* on any rolls you make to maintain concentration.

You can choose to re-roll any non-combat skill check once per short rest. *(If you are going to re-roll, you must decide before the DM tells you the result of the check.)*

If you use this feature, your *passive perception* reduces to zero while concentrating on the task.

SHARP MIND

Once per *short rest* you can choose to negate the second dice of any *disadvantaged* roll you have to make. *(This feat must be conveyed before the dice are rolled)*

Once per *long rest* you can choose to gain advantage on a *Wisdom saving throw*.

LIGHTNING REFLEXES

You live life on the edge and your whole body is honed to react in an instant.

PROFICIENCY BONUS

You gain +1 to your *Dexterity* stat (up to a maximum of 20)

QUICK OFF THE MARK

You have advantage on all *initiative* rolls

FIRST STRIKE

You can take an *attack of opportunity* whenever a foe enters your combat space (within 5ft)

POISED

If you are surprised you can use your bonus action and reaction on your turn

(For game mechanics you are still classed as surprised and cannot take your movement or a normal action)

MERGED SHIFTING

Prerequisite: the ability to fully shape-shift

You have transformed so many times and wear so many different shapes that you have learned how to shift the equipment you wear with you.

It takes an additional *action* to weave the shape-shifting magic around your normal equipment. Equipment that is imbued with magical properties take a bit more work and each magic item you are trying to merge will take an additional *round of concentration*.

ARMoured

Your armour shifts to re-size and re-shape so that it matches your new form: Your AC is the same as your characters would be with the *Dexterity* bonus of your new shape instead.

Any magical benefits gained from your armour get transferred to the new shape.

CLOTHED

Any clothing items (cloaks, belts, boots, jewellery ...) that are worn while transforming can be reshaped to match your new form. If you choose to transform them with you then they will imbue their magical effects on your new shape.

The effects of boots would only transfer for bipedal forms.

If transforming magical items that require physical activation you will need to work out how to activate it in your new form and have this approved with your DM.

IMBUED

The magical effects of any melee weapon held get transferred to any claw attack of the hand it was held in when transformed. If a weapon was held in the teeth then the magical effects would get transferred to any bite attack.

If you shift into a creature that can wield a weapon, you can transform your wielded weapon into any other shape while maintaining the same magical properties.

(The base damage type and value will change with the weapon. This does not automatically give you a proficiency with that weapon.)

STEED

Your pack can transform with you into a saddle with saddlebags (containing your pack's inventory).

Items can only be transformed with you when shape-shifting. If transformed weapons, clothing or pack are no longer in contact with you, they will instantly revert to their normal form.

You cannot transform any living thing when you change form. This includes any magical item that contains a soul/life force.

ROPE MASTERY

You have worked with ropes extensively and know how to secure things. You have also learned how to quickly tie a knot for almost every eventuality.

STAT BONUS

You gain +1 to your Dexterity stat (up to a maximum of 20)

ROPE-WORK

You can add your proficiency bonus to any skill check you make that involves using ropes, tying knots or releasing non-rigid bonds.

HOG TIE

You can *restrain* a *grappled* foe as a *bonus action*.

ENTANGLE

You can throw a rope as an attack:

- Range is dexterity modifier x 5 ft (min 5ft)
- You can add your proficiency bonus to an attack roll against your opponents AC
- A hit *entangles* your opponent.

You can also roll a proficiency check to create a snare that does the same thing.

SWASHBUCKLER

You have learned to fight while swinging from chandeliers and jumping over tables. You make every battle look cooler just by being involved.

DO IT WITH STYLE

You have *advantage* on any *athletics* or *acrobatics* checks made when in combat.

SHOW OFF

Any *attack* rolls made *critical* on a natural roll of 19 or 20, however you *fumble* on a natural roll of a 1 or 2

KIP-UP

You can recover from prone as a *bonus action* and only lose 5ft of movement.

SNATCH WEAPON

You can recover a weapon and have it ready for use as your free item interaction (no action or bonus action). The weapon must be unsheathed although can be stuck into something.

THERIAN

Prerequisite: the ability to fully shape-shift

You have lived in a specific form so much that you can slip into and out of it like putting on a well-worn pair of shoes.

You may take this feat multiple times.

Pick one form that you use most often: this is your *therian form*.

You can transform into it as many times as your *spell casting modifier* per *long rest*. These transformations do not count towards any *spell slots* or number of *beast shapes* you may have.

It takes an action to use this feat and change into or out of your *therian form*.

When you initially shift forms, if you have more hit points than your *therian form*, the additional are treated as *temporary hit points*.

When you transformation between your *therian form* and your normal body, your wounds (hit points) remain.

Hit points are restored with healing, hit dice and rest as normal in either form.

If your *therian form* has a higher *max HP* than you, they can be healed up while in this form, but any additional HP beyond the *max HP* of your normal form disappear when you change back.

You can spend a total of [your spell casting modifier] hours in your *therian form* per long rest.

This feat can be taken again to either:

- gain another form to transform into or
- increase the duration you can spend in *therian form* (+ spell modifier in hours)

You do not gain any additional times you can transform.

You need to use one transformation to swap between *therian forms* but you do not need to revert to your normal form in between.

Hit points will never increase as a result of shifting between forms.

Changing into the same shape as your *therian form* by another means does not use any transformations or reduce the duration you can spend in *therian form*.

Note: I would recommend only allowing this feat if a player changes into a favoured form at least once a session.

TRAINING PARTNER

You have trained extensively with another character and know each other's movements, strategic cries and battle signs to let you both fight as one unit.

You must specify another character (or NPC) at the time of taking this feat.

You can take this feat multiple times with a different character each time.

TAG TEAM

As part of your *movement* you can swap places with your designated partner. You must be adjacent to them or have enough movement to step into their space. This action does not trigger an *attack of opportunity* for your opponent.

If your designated partner is unwilling then you can use your *bonus action* to make a contested *Dexterity* or *Strength* roll to swap places.

BLITZ ATTACK

You have *advantage* on all attacks against a foe that your partner is engaged in melee combat with.

INTERPOSE

If you and your partner are within 5ft of each other you can use your reaction to take a blow intended for your partner: The same attack roll is applied against your AC rather than your partners.

(You must have your reaction for this round and inform the DM of your intent before damage is rolled.)

"DUCK!"

You can ignore your designated partner's position on the battlefield for any ranged attacks and if your attack has an area of effect, your partner has advantage on any saves against it.

To use this your partner must be able to either see or hear you at the time of your attack.

HAND SIGNALS

As long as you have line of sight on your designated partner they can convey the position of all foes they can see to you without a sound and you can silently convey simple one or two word messages to them.

CREDITS

This document was published on the [DMs Guild](#)

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And you can contact the author directly at

Gadget2020@hotmail.com

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